Equipment: leather armor (+1 AC), wooden shield, mistletoe wand, one weapon (and ammunition if applicable), 5 gp and a fast pack. *Ability Score Increases:* As a caster.

Monks have proficiencies in Physical or Knowledge (pick one) and STR or DEX Saves (pick one). When unarmored, Monks have an AC of 10 + their DEX bonus + their MIND bonus. Monks can move 40' at Level 1, 45' at level 6, 50' at Level 10, 55' at Level 14 and 60' at Level 18. In addition, at Level 9 they can move up vertical surfaces and across liquids without falling as long as they continue moving. Monks gain an additional attack at Level 5. Monks have an unarmed attack that does (d4 at Level 1, d6 at Level 5, d8 at Level 11 and d10 at Level 17) damage and counts as magic for the purposes of bypassing resistances and immunities. They may use a bonus action to make two unarmed strikes. Every [Half level, rounded down] times per day, they may choose to add one of the following effects (DC 8 + prof. + MIND bonus to resist) if your attack hits: shove, grapple, stun (at Level 5), death (at Level 17). At Level 4, Monks may use a reaction to take no damage from a long fall, at Level 7 they may take an action to end a charm or fear effect, and at Level 14 they gain proficiency on all Saves. Starting Equipment: a quarterstaff, 10 darts, 5 gp and a fast Pack. Ability Score Increases: As a caster.

Paladins have proficiencies in Physical or Communication (pick one), MIND Saves, all armor and shields. They gain an additional attack at Level 5. Paladins cast as Clerics, but with half as many magic points and only able to cast spell levels equal to ¼ their Level, rounded up. As an alternative to the Divine spell list, a Paladin may pick six Paladin spells of any castable level from the Fifth Edition Basic rules or SRD. Every [MIND bonus + 1] times per short rest, Paladins can sense nearby celestials, fiends and undead. When they hit a creature with a melee attack, they may expend MP as if casting a spell to deal extra damage; a 1st-level spell does 2d8 damage, and every spell level above that does an extra 1d8. Fiends and undead take an extra 1d8 damage on top of that. Paladins get a [5 * level] hit point pool of healing power every long rest, which they can divide to taste and channel into creatures by touching them. 5 hit points from the pool can be traded in for the ability to cure one disease or poison afflicting a creature. *Starting Equipment*: chain mail (+6 AC), shield, one weapon (and ammunition if applicable), 25 gp and a fast pack. *Ability Score Increases*: As a caster.

Rangers have proficiencies in Physical or Knowledge (pick one), STR or DEX Saves (pick one), Medium Armor and Shields. They gain an additional attack at Level 5 and at Level 11 they can use an action to make ranged attacks against any number of creatures within 10' of a point they can see within their weapon's range. Rangers have superiority dice (SD) (4 at Level 1, 5 at Level 9, 6 at Level 17; (d8 at Level 1, d10 at Level 9 and d12 at Level 17) that can be spent on special maneuvers, recovering on a short rest. Save DCs for these are DC 8 + STR or DEX (your choice) + proficiency. For attack maneuvers, describe a desired outcome (e.g. disarming foe, feinting, goading an enemy) while making an attack. If the attack hits, add SD to the damage and the foe makes an appropriate saving throw or the desired outcome happens. For reaction maneuvers, describe a reaction they are taking (e.g. parry, riposte) and the DM rules what they add/subtract their SD to (usually AC, attack, damage or enemy health) requiring an appropriate saving throw if deemed necessary. Rangers can communicate simple ideas with animals, and read their basic mood and intent. Every [MIND bonus] per day, Rangers can make [Wisdom bonus] herbal poultices, which they can spend a minute applying to a creature to heal them [half level, rounded up]d6 hit points. Unused poultices expire after the day is over. Once per turn, when you hit a creature with a weapon attack, you deal an extra 1d8 damage. At Level 7, when a creature hits with an attack, they gain +4 bonus to AC against subsequent from the same creature until their next turn, and at Level 15, they can use a reaction to halve the damage from an attack they can see coming. *Starting Equipment*: scale mail (+4), one weapon (and ammunition if applicable), 10 gp and a fast pack. *Ability Score Increases*: As a caster.

MICROLITE 20 5TH ADAMANTINE GAMEMASTER'S GUIDE AND EXPERT RULES

The Gamemaster's Best Friend:
Whenever the players want to try something that goes around, though, or above and beyond the rules as written, you can always use the "GM's Friend": the 50% chance. Have them roll whatever check seems most appropriate. A roll of 1-10 is a failure, a roll of 11-20 is a success. If you feel that the situation warrants that you favor them, assign advantage to their roll. If the situation determines that they be hindered, then assign disadvantage.

Improvised Hazards and Traps:
Use this information to improvise damage and approximate CR (in parentheses) for things like being pushed into a campfire or falling into lava.
Examples:

- 3d6 - being pushed into a campfire, falling 30 feet
- 6d6 - suffering a cave-in, falling 60 feet
- 28d6 - falling into lava

Character Level	Minor	Major	Deadly
1-4	2d6 (0)	3d6 (1/4)	6d6 (2)
5-10	3d6 (1/4)	6d6 (2)	16d6 (8)
11-16	6d6 (2)	16d6 (8)	28d6 (15)
17-20	16d6 (8)	28d6 (15)	38d6 (20)

Additional Combat Options:
The combat system of M20 Fifth is designed to be as simple and streamlined as possible, but if more complexity is desired the following options are offered:

- **Surprise:** If a creature fails to perceive (MIND + Sub) another creature hiding (DEX + Sub) before a battle, they start combat surprised. A surprised creature is unable to move, take actions or reactions until the first round of combat is finished.
- **Reactions:** A character can make one reaction per round when it is not their turn. Typical reactions include:
  - **Opportunity Attacks**: When an opponent tries to leave your reach without taking the Disengage action (see below), you may make a single attack against them.
  - **Cast Certain Spells**: Spells like Feather Fall from the M20 Fifth Adamantine Spell List or Counterspell from the Fifth Edition Basic Rules can be cast as a reaction instead of an action.
- **Disengage**: A character may take a disengage action in order to safely retreat without provoking an opportunity attack from opponents.
- **Dodge**: A character may take a dodge action, granting disadvantage on all attacks until their next turn.
- **Ready an Action**: Instead of acting on your turn, you may ready an action. Readying an action delays your action until you use a reaction to trigger it later in the round.
- **Knocking a Creature Out:** When an attacker reduces a foe to 0 hit points with a melee attack, the attacker may choose to knock the creature out instead of dealing a lethal blow.
- **Maneuvers**: Maneuvers are special actions that a character can take instead of just attacking. The most common maneuvers are:
  - **Grappling**: Against a target no more than twice your height, you may replace one attack with a grapple. Make a STR + Phys roll opposed by an opponent's STR + Phys or DEX + Phys roll (their choice). If you succeed, the opponent is grappled, reducing their speed to 0, and your speed to half. Escaping the grapple requires an action and another set of opposed rolls.
  - **Shove**: You may shove a creature to knock them prone (adv. for melee, disadv. for ranged, half of movement to stand up), or push them away from you. Make a STR + Phys roll opposed by an opponent's STR + Phys or DEX + Phys roll (their choice).
- **Cover**: Cover adds to the AC and DEX saves of a creature, as follows:
  - Half Cover: +2
  - 3/4 Cover: +5
  - Full Cover: un-targetable by attacks and (most) spells

Additional Classes:
Barbarians have proficiencies in Physical, STR Saves, and Shields. They have AC equal to 10 + their DEX bonus + their STR bonus when unarmored and can move 40' instead of 30'. They gain an additional attack at Level 5 and their critical hits do x3 damage instead of x2 at Level 9. Barbarians may enter a feral rage as a bonus action a number of times per day equal to their proficiency bonus, gaining advantage on STR-based Skill Checks and Saves, adding their rage damage (+2 at Level 1, +3 at Level 9, +4 at Level 16) to melee attack damage and gaining resistance (half damage) to piercing, slashing and bludgeoning attacks, and cannot be frightened or charmed. At Level 3, they gain the ability to make attacks as a bonus action for the duration of the rage; upon exiting the rage they take disadvantage on all rolls until their next long rest. Barbarians can choose to attack recklessly, giving advantage on attacks but giving your opponent's advantage on attacks against them until the start of their next turn. *Starting Equipment:* one weapon, 10 gp and a fast pack. *Ability Score Increases*: As a caster.

Bards have proficiencies in Communication, DEX or MIND Saves (select one), light armor and shields. They may cast as either a Cleric or Mage (select one) or may pick six Bard spells of any castable level from the Fifth Edition Basic rules or SRD. Every [MIND bonus] times per short/long rest, Bards can inspire an ally, adding a (d6 at Level 1, d8 at Level 5, d10 at Level 10, d12 at Level 15) to an Skill Check or Save of their choice (before or after the roll) in the next 10 minutes. Bards add half (round down) of their proficiency bonus to skill checks in which they are not proficient. During a short rest, your allies gain (d6 at Level 1, d8 at Level 9, d10 at Level 12, d12 at Level 17) extra HPs during a short rest. *Starting Equipment:* leather armor (+1 AC), a musical instrument, one weapon (and ammunition if applicable), 15 gp and a fast pack. *Ability Score Increases:* As a caster.

Druids have proficiencies in Communication or Knowledge (pick one), MIND Saves, Medium Armor and shields (druids will not wear armor or use shields made of metal). Druids cast as Clerics or may pick six Druid spells of any castable level from the Fifth Edition Basic rules or SRD. Twice per short/long rest, Druids can magically assume the shape of a beast they've seen before, whose max CR is determined by your level (CR 0 at Level 1 with no Flying or swimming speed, CR ¼ at Level 2 with no Flying or swimming speed, CR ½ at Level 4 with no Flying speed, and CR at Level 8). Your game statistics (except for MIND) are completely replaced by the beast. The transformation lasts until you chose to end it with a bonus action, the beast's HP reaches 0, or [half level, rounded down] hours have passed. *Starting*

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